In the Specification:

Please replace paragraph [0034] beginning on page 12 with the following amended paragraph:

[0034] FIGs. 3A-3C illustrate an exemplary method for tracking system processor and in a preferred embodiment CPU, resources utilized by agents executing within system 102. A hash~~has~~ table is created per step 01. A hash table is a computer-readable data structure residing in memory which is used for archiving memory usage data associated with each running agent. Specifically, a hash table provides a way of mapping an object, or key, to an associated object, or value. Key refers to the part of a group of data, here information about agents, by which the data can be sorted, indexed, cross referenced, etc. The key is mapped to an array position using a hash function, where array refers to a set of items randomly accessible using a numeric index. Further more, the hash function is designed such that a unique key value is mapped to a unique array position. While hash tables can take many forms consistent with embodiments of the invention, a preferred embodiment of the invention uses the thread ID as a key into the hash table. Since a thread ID uniquely identifies a given thread within the system, the key maps to a unique location within the hash table. A CPU resource tracking process including machine-executable instructions is started per step 402. Then, running agents are identified per step 404. If an agent is running, an agent lifetime timer is initiated per step 408. The lifetime timer measures the operating interval for an agent. In contrast, if an agent is not running, the method iterates back to the input step 404. After step 408, CPU resource allocations associated with the agent are determined per step 410.